RCS log for gfx/BALI/opengl.model/ri/procedural/ri_shader.c

RCS file:
/plroot/gfx/irix6.5m/.RCS/PL/BALI/opengl.model/ri/procedural/RCS/ri_shader.c,v
Working file: ri_shader.c
head: 1.24
branch:
locks: strict
access list:
symbolic names:
keyword substitution: kv
total revisions: 24;   selected revisions: 24
description:
----
revision 1.24
date: 1997/12/10 23:48:36; author: peercy; state: Exp; lines: +0 -26
split rendering from ri_block; try to isolate gl calls
----
revision 1.23
date: 1997/12/10 19:47:35; author: peercy; state: Exp; lines: +17 -19
handle all pre-render operations on the host, rather than with the gl. open a
window at worldend rather than ribegin
----
revision 1.22
date: 1997/12/09 18:08:58; author: peercy; state: Exp; lines: +9 -4
another checkpoint for supporting all shaders
----
revision 1.21
date: 1997/12/09 17:25:12; author: peercy; state: Exp; lines: +39 -1
checkpoint for major structural changes to support all shaders
----
revision 1.20
date: 1997/11/20 22:30:56; author: peercy; state: Exp; lines: +0 -3
orientation fix for bulb.rib; track orientation
----
revision 1.19
date: 1997/11/20 21:30:58; author: peercy; state: Exp; lines: +5 -3
some attribute cleanup; remove __ri_setattributes
----
revision 1.18
date: 1997/10/23 21:30:19; author: peercy; state: Exp; lines: +3 -1
do not set SceneDlist transform matrix with each new light
----
revision 1.17
date: 1997/10/09 17:57:41; author: peercy; state: Exp; lines: +40 -425
better handling of parameters on proc/pass sides
----
revision 1.16
date: 1997/10/09 15:55:22; author: peercy; state: Exp; lines: +11 -90
major overhaul; yank out assembler reader and drawing
----
revision 1.15
date: 1997/10/06 23:02:27; author: peercy; state: Exp; lines: +2 -2
bring viper and proc closer together
----
revision 1.14
date: 1997/10/06 21:26:11; author: peercy; state: Exp; lines: +3 -3

remove Dlist and replace with DlistOp alone
----
revision 1.13
date: 1997/10/06 17:15:17; author: peercy; state: Exp; lines: +75 -0
further unite light and surface scene graphs
----
revision 1.12
date: 1997/09/29 17:17:40; author: peercy; state: Exp; lines: +12 -18
move to unification of surface/light execution
----
revision 1.11
date: 1997/09/26 23:28:45; author: peercy; state: Exp; lines: +8 -6
last major cleanup of parsing/params for a bit
----
revision 1.10
date: 1997/09/26 21:05:51; author: peercy; state: Exp; lines: +26 -20
major overhaul of how we read in and parse shaders
----
revision 1.9
date: 1997/09/25 17:52:30; author: peercy; state: Exp; lines: +10 -3
fix temporary variable conflict between light/surface
----
revision 1.8
date: 1997/09/23 00:45:47; author: peercy; state: Exp; lines: +49 -1
unify surface and light shader lookup functions
----
revision 1.7
date: 1997/09/22 19:59:26; author: peercy; state: Exp; lines: +10 -7
fix looping with lights bug and lighting computed N
----
revision 1.6
date: 1997/09/22 18:20:27; author: peercy; state: Exp; lines: +33 -0
make SHADERS colon-separated; match fbops to viperproc
----
revision 1.5
date: 1997/09/10 21:53:24; author: peercy; state: Exp; lines: +2 -1
made temps filter with nearest
----
revision 1.4
date: 1997/09/10 17:05:04; author: peercy; state: Exp; lines: +7 -0
clear alpha channel to zero at the end of a shader so looping works later
----
revision 1.3
date: 1997/09/09 16:59:42; author: peercy; state: Exp; lines: +69 -0
add __sp_normaleye function to parser
----
revision 1.2
date: 1997/09/04 20:42:57; author: mmp; state: Exp; lines: +3 -3
__sl_n now loads world-space normals into framebuffer, rather than camera-space
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revision 1.1
date: 1997/08/21 16:56:00; author: peercy; state: Exp;
cleanup parser, remove last remnants of __sl, and create dedicated ri_shader.c
file
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